CLAIMS

Please amend the presently pending claims as follows:

1-47. (Cancelled)

48. (Currently Amended)   A method ~~Method~~ for ~~the~~ encoding ~~of~~ a sequence of source images, implementing a motion/texture decomposition, producing, for at least certain of the source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding, ~~characterized in that~~ wherein the method comprises the following steps:
- estimating the motion so as to obtain said motion images;
- projecting each of said source images on at least one reference grid so as to obtain said texture images, on which the effect of the motion has been cancelled;
- comparing a motion image and a corresponding estimated motion image so as to obtain a motion difference image, called a motion residue;
- comparing a texture image and a corresponding estimated texture image so as to obtain a texture difference image; and
- independent wavelet encoding of said motion residues and said texture residues.

49. (Currently Amended)   ~~Encoding~~ The method according to claim 48, ~~characterized in that~~ wherein said comparison implements a difference with an interpolated image using at least the first ~~and/~~or the last image of said sequence.

50. (Currently Amended)   ~~Encoding~~ The method according to claim 48, ~~characterized in that~~ wherein a temporal encoding of said texture is performed, being rectified by said motion preliminarily encoded along the temporal axis, by means of a wavelet encoding.

51. (Currently Amended) ~~Encoding~~ The method according to claim 48, ~~characterized in that it~~ wherein the method comprises an encoding of the texture comprising a temporal wavelet encoding followed by spatial wavelet encoding.

52. (Currently Amended) ~~Encoding~~ The method according to claim 48, ~~characterized in that it~~ wherein the method comprises a motion encoding that takes account of a meshing.

53. (Currently Amended) ~~Encoding~~ The method according to claim 48, ~~characterized in that it~~ wherein the method comprises a motion encoding comprising a temporal wavelet encoding followed by a spatial wavelet encoding.

54. (Currently Amended) ~~Encoding~~ The method according claim 48, ~~characterized in that~~ wherein said source images are grouped together in image blocks comprising a variable number (N) of source images.

55. (Currently Amended) ~~Encoding~~ The method according to claim 54, ~~characterized in that~~ wherein two successive image blocks comprise at least one common image.

56. (Currently Amended) ~~Encoding~~ The method according to claim 48, ~~characterized in that~~ wherein said source images are grouped together in image blocks and, in each of said image blocks, the motion of all the images of an image block is estimated from the first image of said block.

57. (Currently Amended) ~~Encoding~~ The method according to claim 48, ~~characterized in that that~~ wherein said source images are grouped together in image blocks and said projection step uses two reference grids respectively representing the first and last images of the block considered.

58. (Currently Amended) ~~Encoding~~ The method according to claim 48, ~~characterized in that it~~ wherein the method comprises:

    projecting step of an image on at least one reference grid, corresponding to a sampling grid defined by the position of the ~~nose~~ node of a meshing in an image, so as to obtain a texture mask, and

    a detection step of at least one image support zone that has remained undefined after said projection of an image, owing to the use of a reference grid corresponding to another image, and a padding step of the said undefined image support zone or zones.

59. (Currently Amended) ~~Encoding~~ The method according to claim 48, ~~characterized in that~~ wherein an antisymmetry is applied to the wavelet coefficients corresponding to an edge of the image so as to simulate a signal with support of infinite length.

60. (Currently Amended) ~~Encoding~~ The method according to claim 48, ~~characterized in that~~ wherein the encoded data are distributed into at least two layers, a bottom layer comprising data enabling an image of coarse quality to be reconstructed and a top layer enabling the quality of said coarse image to be refined.

61. (Currently Amended) A method comprising:

generating with a device a signal ~~Signal~~ representing a sequence of source images and obtained by an encoding method according to claim 48, and implementing a motion/texture decomposition, producing, for at least some of said source images, information representing motion, called motion images, and information representing texture, called texture images, and a wavelet encoding, ~~characterized in that~~ wherein the signal comprises first digital data representing a wavelet encoding applied to motion difference images, called motion residues, obtained by comparison between a motion image and a corresponding estimated motion image, and second digital data representing wavelet encoding applied to texture

difference images, called texture residues, obtained by comparison between a texture image and a corresponding estimated texture image, on which the effect of the motion has been cancelled, said first data being encoded independently of said second data.

62. (Currently Amended)   The method ~~Signal~~ according to claim 61, ~~characterized in that it is~~ ~~it~~ wherein the signal is constituted by at least two layers, one bottom layer comprising data enabling a coarse quality image to be reconstructed and one top layer enabling the quality of said coarse image to be refined.

63. (Currently Amended)   The method ~~Signal~~ according to ~~any of the~~ claim 61, ~~characterized~~ ~~in that it~~ wherein the signal comprises three fields to describe an object, respectively representing its motion, its texture and its shape.

64. (Currently Amended)   A method ~~Method~~ for ~~the~~ decoding ~~of~~ a sequence of source images, encoded by an encoding implementing a motion/texture decomposition, producing, for at least certain of said source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding, ~~characterized in~~ ~~that~~ wherein said wavelet encoding ~~being~~ is applied to difference images, called residues, obtained by comparison between a source image and a corresponding estimated image, ~~it~~ and wherein the method for decoding comprises the following steps:
- decoding the motion, in taking account of at least certain of said residues pertaining to the motion, to form motion images;
- decoding the texture, in taking account of at least certain of said residues pertaining to texture, to form texture images; and
- synthesizing a sequence of decoded images, corresponding to said sequence of source images, by projection of said texture images on said motion images.

65. (Currently Amended)   The method ~~Decoding~~ method according to claim 64, ~~characterized~~

in that it wherein the method comprises a measurement step of the quality of said sequence of decoded images, by analysis of the distortion between the original texture images and decoded texture images.

66. (Currently Amended)   The method Decoding method according to claim 64, characterized in that it wherein the method comprises a management step of the reversals generated by said motion estimation.

67. (Currently Amended)   The method Decoding method according to claim 64, characterized in that it wherein the method comprises a stopping step of the processing of said residues, when a level of quality and/or a quantity of processing operations to be performed is attained.

68. (Currently Amended)   A device Device for the encoding of a sequence of source images implementing a motion/texture decomposition, producing, for at least certain of said source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding,
characterized in that it wherein the device comprises means of wavelet encoding applied to difference images, called residues, obtained by comparison between a source image and a corresponding estimated image.

69. (Currently Amended)   A device Device for the decoding of a sequence of source images, encoded by an encoding implementing a motion/texture decomposition, producing, for at least certain of said source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding, characterized in that wherein said wavelet encoding being is applied to difference images, called residues, obtained by comparison between a source image and a corresponding estimated image, it and wherein the device comprises:
-    means for decoding motion in taking account of at least certain of said residues pertaining

to the motion to form motion images;

- means for decoding texture, in taking account of at least certain of said residues pertaining to texture, to form texture images; and

- means for synthesizing a sequence of decoded images, corresponding to said sequence of source images, by projection of said texture images on said motion images.

70. (Currently Amended)   A data ~~Data~~ server ~~characterized in that it~~ which comprises means to implement the encoding method according to ~~any of the~~ claim 48.

71. (Cancelled)

72. (Currently Amended)   A non-transitory computer-readable medium comprising ~~Computer~~ program~~, characterized in that it comprises~~ code instructions recorded thereon, which are executable by a computer to implement a method of ~~an~~ encoding ~~of~~ a sequence of source images, implementing a motion/texture decomposition, producing, for at least certain of the source images, information representing motion, called motion images, and information representing texture, called texture images, and a wavelet encoding, ~~characterized in it comprises instructions to perform~~ wherein the method comprises:
- ~~an estimation of~~ estimating the motion so as to obtain said motion images;
- ~~a projection of~~ projecting each of said source images on at least one reference grid so as to obtain said texture images, on which the effect of the motion has been cancelled;
- ~~a comparison between~~ comparing a motion image and a corresponding estimated motion image so as to obtain a motion difference image, called a motion residue;
- ~~a comparison between~~ comparing a texture image and a corresponding estimated texture image so as to obtain a texture difference image; and
- independently wavelet encoding ~~of~~ said motion residues and said texture residues.

73. (Currently Amended) A non-transitory computer-readable medium comprising ~~Computer~~ program~~, characterized in that it comprises~~ code instructions recorded thereon, which are executable by a computer to implement a method of decoding ~~of~~ a sequence of source images, implementing a motion/texture decomposition, producing, for at least certain of the source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding, ~~characterized in that~~ wherein said wavelet encoding ~~being~~ is applied to difference images, called residues, obtained by comparison between a source image and a corresponding estimated image, ~~it~~ wherein the method comprises:

- ~~means for~~ decoding motion in taking account of at least certain of said residues pertaining to the motion to form motion images;

- ~~means for~~ decoding texture, in taking account of at least certain of said residues pertaining to texture, to form texture images; and

- ~~means for~~ synthesizing a sequence of decoded images, corresponding to said sequence of source images, by projection of said texture images on said motion images.